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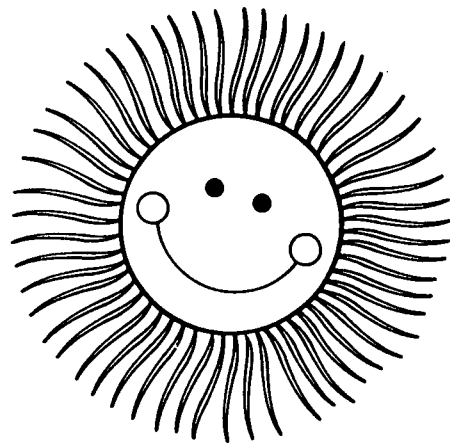
ABSTRACT

The objective of this board game is for players to travel to all the planets with the winner being the first to return to Earth. Students are required to use their knowledge of the planets for the game. (JRH)

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PLANET



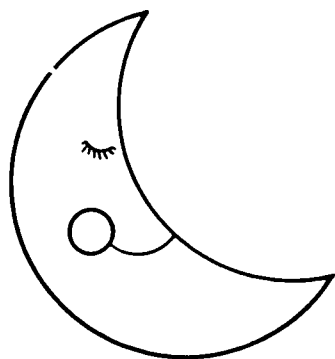
HOPPING

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A Gameboard for the Primary Student

PLANET HOPPING

A Gameboard for the Primary Student

**NASA Lewis Research Center
Teacher Resource Center, MS 8-1
21000 Brookpark Road
Cleveland, OH 44135**

Duplication of this material for classroom use is encouraged.

Planet Hopping

Object of Game: Travel to all the planets. The first to return to Earth or home wins.

Game Directions:

Spin the wheel and move the game piece the same number of spaces.

If you land on a circle, pick a card.

If you land on a triangle, hop to the next planet.

Teacher Directions:

Cut out game pieces.

Assemble number wheel.

Note: If you prefer, use the dice and game pieces from another game. Cut out cards. Select cards that are appropriate for your class.

Hitch a ride on a comet, skip two planets

Go to the planet farthest from the sun

Go to the planet closest to the sun

Hitch a ride on a comet, skip two planets

Go to the planet farthest from the sun

Go to the planet closest to the sun

Go to the planet farthest from the sun

Lose a turn

Cut



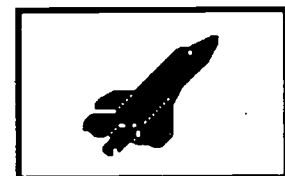
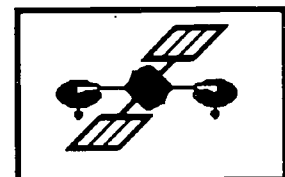
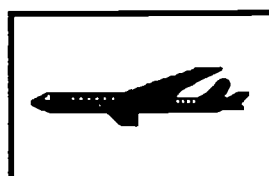
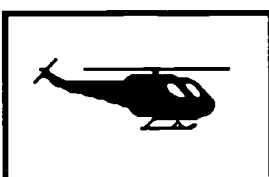
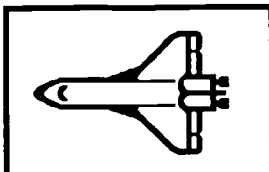
Go to the planet
with the most
moons

Go to the planet
with life

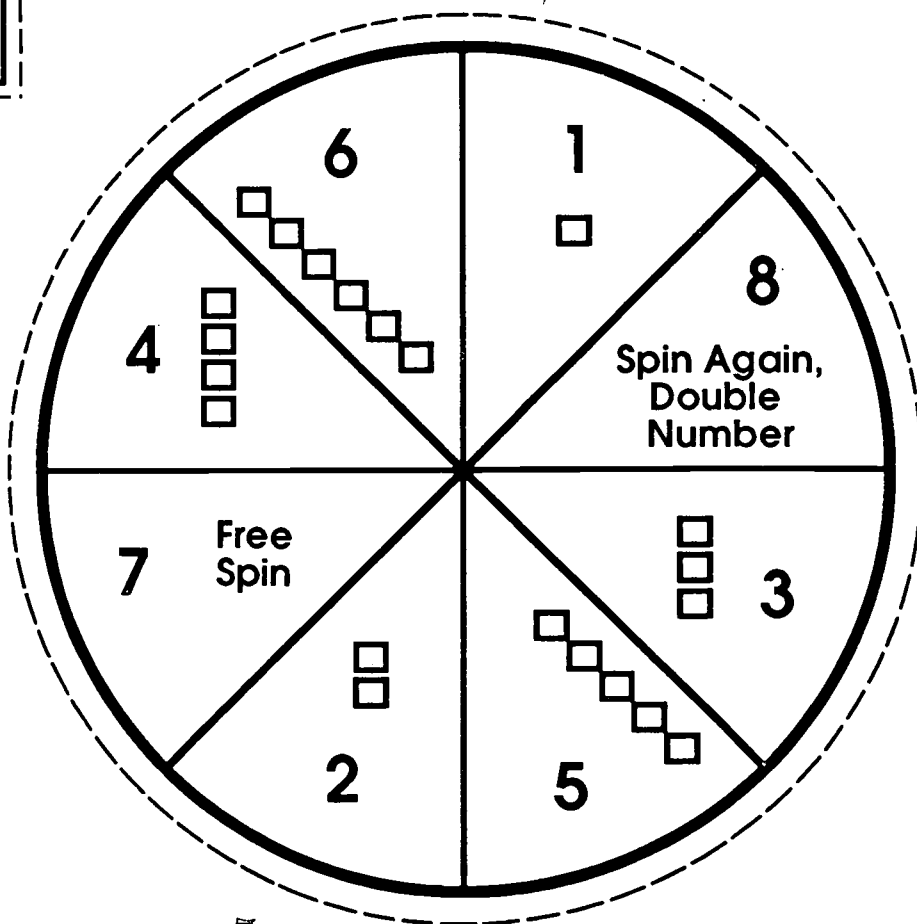
Go to the red
planet

Lose a turn

Lose a turn



1. Cut out wheel.
2. Cut out pointer
3. Use a brad to fasten pointer to wheel.





Go to the largest planet

Take another turn

Skip 4 spaces

Take another turn

Go to the next planet

Go to the planet with the most rings

Go to the largest planet

Go back 4 spaces

Go back 4 spaces

Go to the planet with the most rings

Go to the planet closest to the sun

Go to the next planet

Skip 4 spaces



Take another turn

Go to the planet
closest to the sun

Lose a turn

Go to the planet
farthest from
the sun

Take another turn

Go back 4 spaces

Go to the planet
with the most
rings

Go back 4 spaces

Go to the largest
planet

Skip 4 spaces

Skip 4 spaces

Go to the next
planet

Hitch a ride on a
comet, skip two
planets

Cut



Go to the largest
planet

Go to the planet
closest to the sun

Lose a turn

Go to the planet
farthest from
the sun

Take another turn

Go to the next
planet

Go to the planet
with the most
rings

Go back 4 spaces

Go to the largest
planet

Skip 4 spaces

Go to the planet
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Go to the next
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Hitch a ride on a
comet, skip two
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Go to the planet
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Go to the planet
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Go to the planet
with life

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Go to the red
planet

Go to the red
planet

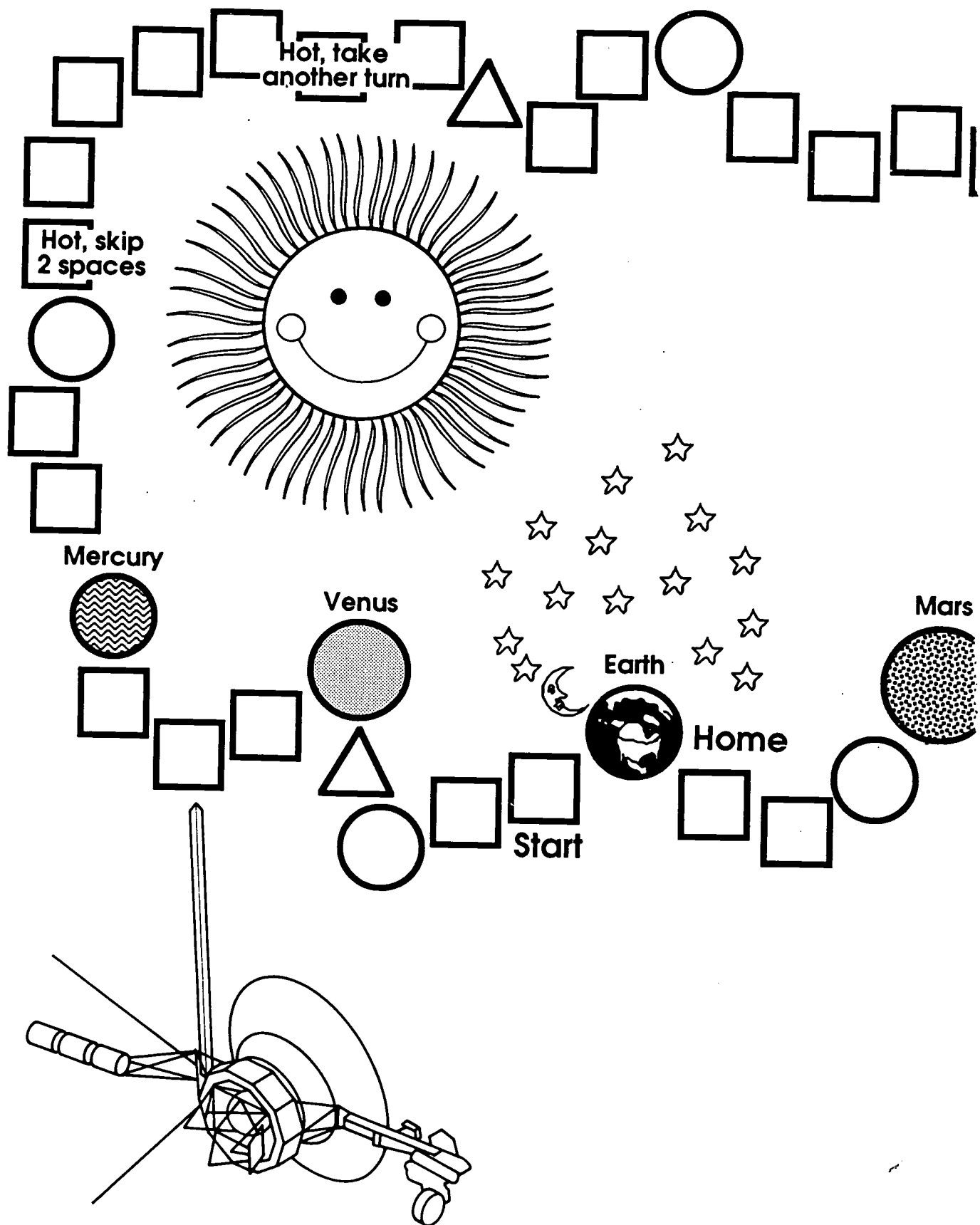
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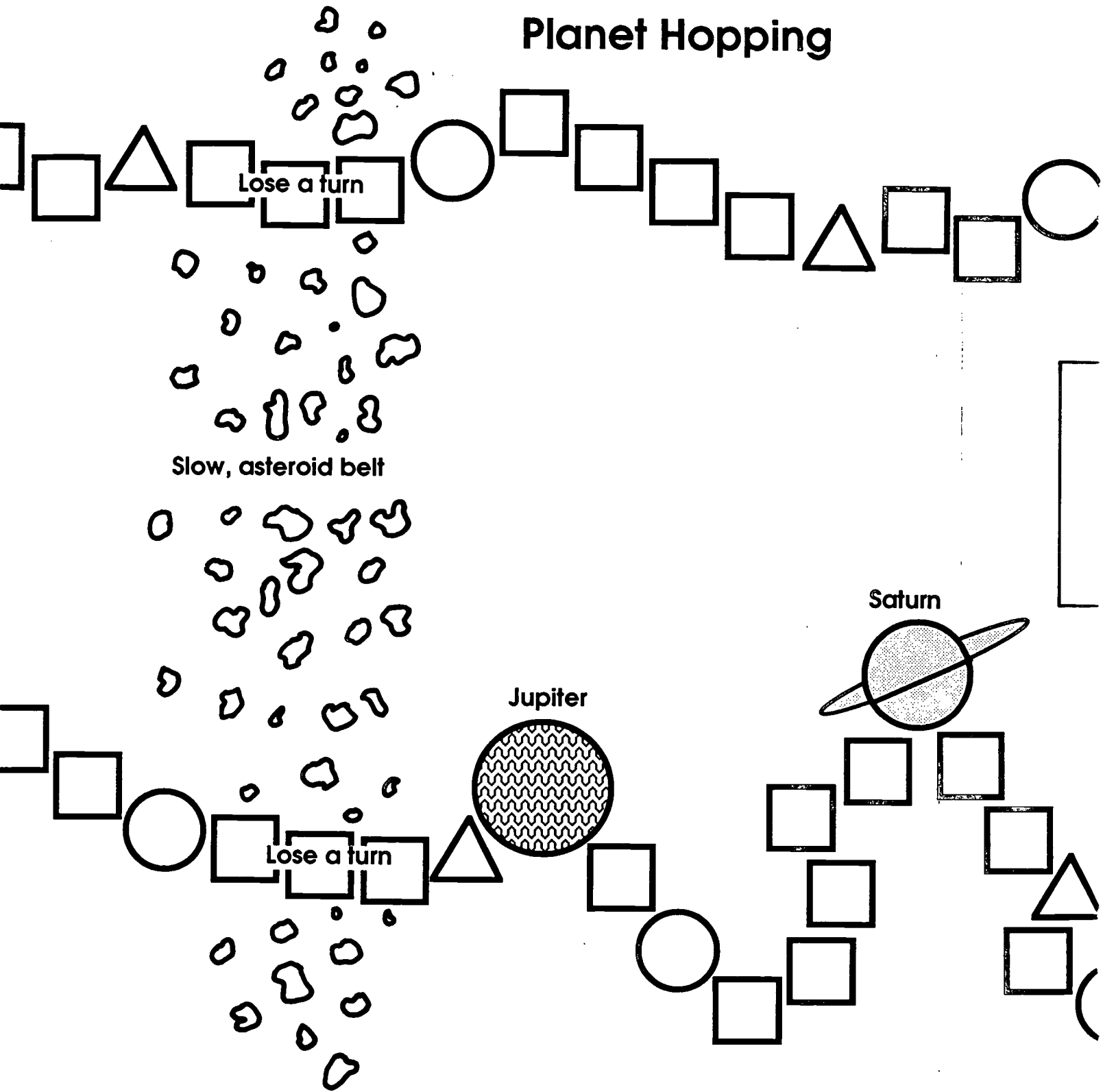
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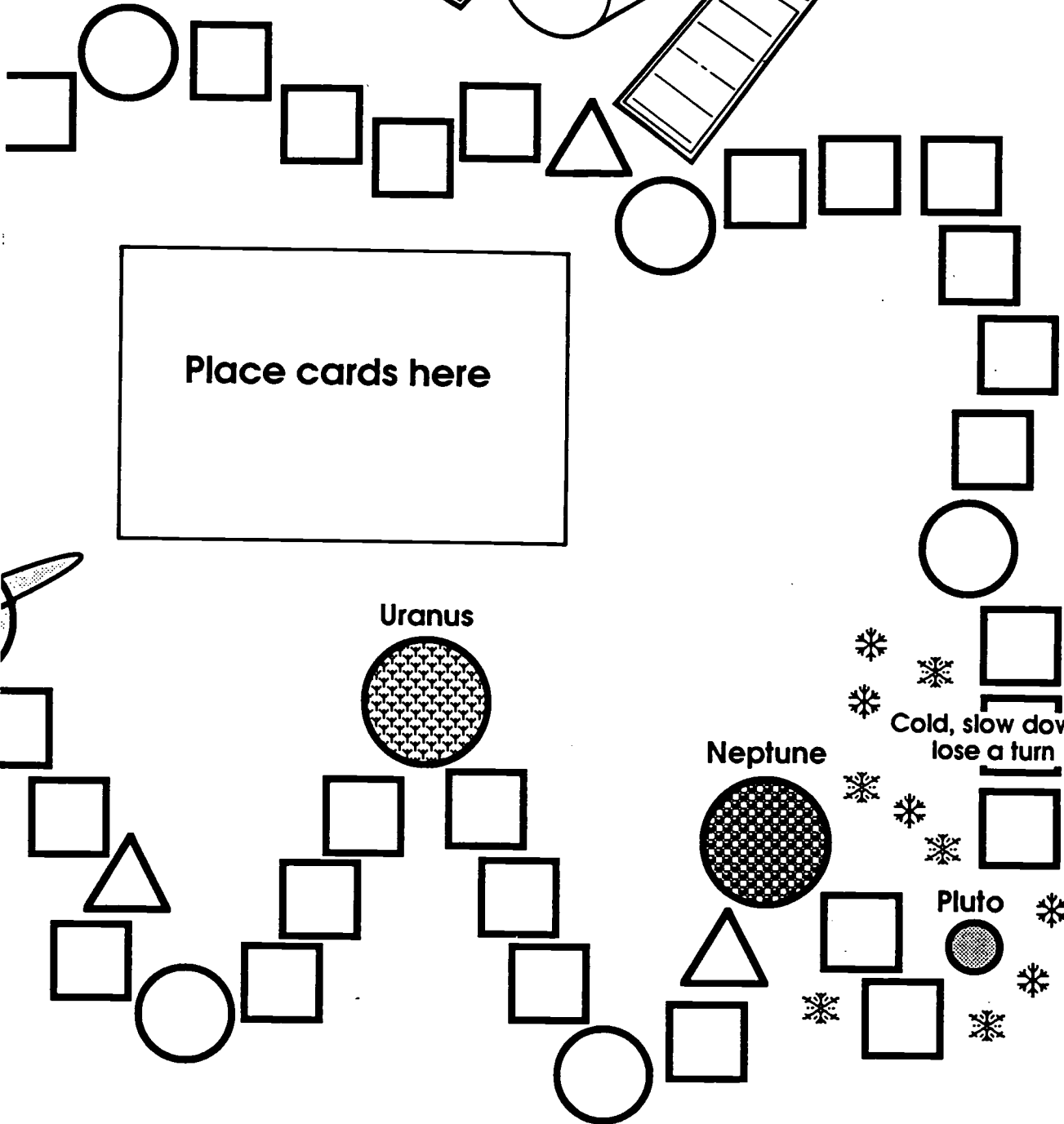
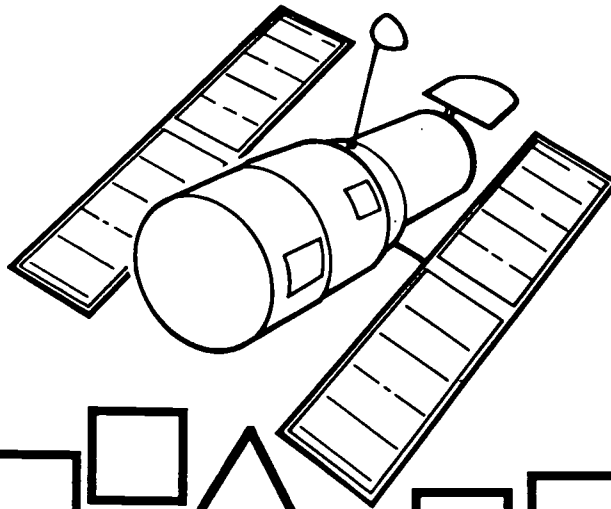
Go to the planet
with life

Go to the red
planet



Planet Hopping





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